Java concepts

Create a class Box that uses a parameterized method to initialize the dimensions of a box.(dimensions are width, height, depth of double type). The class should have a method that can return volume. Obtain an object and print the corresponding volume in main() function.

PROGRAM:

```
package com.company;
import java.util.*;
class Box{
    double h,w,d;
    Box(double width,double height,double depth) {
        h=height;
        w=width;
        d=depth;
    }
    double volume() {
        double v;
        v=h*w*d;
        return v;
    }
    public static void main(String[] args) {
        Box bc =new Box(8.5,80.3,9.6);
        System.out.println(bc.volume());
    }
}
```

OUTPUT:

Problem 2

Create a new class called "Calculator" which contains the following:

- 1. A static method called powerInt(int num1,int num2) that accepts two integers and returns num1 to the power of num2 (num1 power num2).
- 2. A static method called powerDouble(double num1,int num2) that accepts one double and one integer and returns num1 to the power of num2 (num1 power num2).
- 3. Call your method from another class without instantiating the class (i.e. call it like Calculator.powerInt(12,10) since your methods are defined to be static) Hint: Use Math.pow(double,double) to calculate the power.

PROGRAM:

```
package com.company;
import java.util.*;
class CALCI {
   public static void main(String[] args) {
        System.out.println(Calculator.powerDouble(85.0, 2));
        System.out.println(Calculator.powerInt(85,3));
    }
}
class Calculator {
   static double powerInt(int num1,int num2) {
        return Math.pow(num1,num2);
   }
   static double powerDouble(double num1,int num2) {
        return Math.pow(num1,num2);
   }
}
```

OUTPUT: